

# creative computing catalogue





## Creative Computing In A Nutshell --

### Creative Computing Magazine

*Creative Computing* is a magazine dedicated to providing innovative, pragmatic applications for personal, educational and small business computing.

We help our readers get the most out of their computer, be it a micro, mini or larger system. We provide them with down-to-earth software and hardware evaluations, programming techniques, as well as complete software systems for applications like music synthesis, investment analysis, computer assisted instruction, writing a computer simulation, artificial intelligence, computer art—to name a few. And, for sheer entertainment, we toss in some fiction, some foolishness, and lots of games. We're the number one software and applications magazine because we've responded to the needs and desires of our readers.

Who are our readers? Approximately one-third are educators—faculty, school administrators and students from the grade school to doctorate levels. Another third are computer hobbyists and the remaining third are from business and industry, primarily small business users who have recently invested in a micro system. Most of our readers own a personal computer or have access to computer time. They all want to do more with this powerful tool, so they come to us.

### Creative Computing Press

Our book publishing arm, Creative Computing Press, started by publishing material reprinted from *Creative Computing* magazine. We now publish a wide variety of original books related to computer applications in education, small business and the home. We publish approximately six new titles a year along with a line of board games, posters, prints and T-shirts. These books and other items are sold by mail order, and through retail computer stores and selected college and trade book stores.

### Creative Computing Book Service

Our mail order book service handles a wide selection of publications of both major and small presses. In addition to computer applications, titles cover computer literacy, problem solving, games and puzzles. Many of these books are not readily available in retail stores.

### Creative Computing Software

Our newest division, Creative Computing Software, is involved with developing and marketing software for home, small business and educational computer users.

Through these four divisions, *Creative Computing* is keeping in step with the rapidly growing microcomputer market.

## Bringing Leading Projects And Writers Together --

### David H. Ahl

Author of BASIC Computer Games and other computer applications books

### Isaac Asimov

Author of over 165 books on science and science fiction

### Alfred Bork

Director of Physics Computer Development Project, UC, Irvine

### Gordon R. Dickson

Noted science fiction author

### Thomas A. Dwyer

Project Solo and Soloworks, University of Pittsburgh

### Stephen B. Gray

Founder, Amateur Computer Society

### Fred T. Hofstetter

University of Delaware

### Ron Jones

Founder, Zephyros Education Exchange and DeSchool Primers

### Kenneth Knowlton

Computer artist, inventor of EXPLOR graphics language

### Walter Koetke

Pioneer in using computers in secondary school mathematics

### Peter Kugel

Inventor of many logic games

### Ruth Leavitt

Computer artist, author of *Artist and Computer*

### Sol Libes

Author of many electronics texts, President of NJ Amateur Computer Group

### Max V. Mathews

Bell Labs, the "Father of computer music"

### Theodor Nelson

Author of *Computer Lib/Dream Machine* and other books

### Michael Noll

Pioneer in using computers in the visual arts at Bell Labs.

### Donald T. Piele & Larry E. Wood

University of Wisconsin

### Frederik Pohl

Noted science fiction author and editor

### Robert Elliott Purser

Compiler of hobbyist computer facts and figures

### Neil Rowe

Artificial Intelligence Laboratory, MIT

### Alan Salisbury

Creator of *Computer Rage*, the first computer board game

### Robert Taylor

Director of Academic Computing, Teachers College, Columbia University

### Murray Turoff

Developer of computer conferencing

### Earl Ubell

NBC News

### Dennie Van Tassel

Author of *Computers, Computers, Computers* and other books

### John Whitney

Computer film maker

### Xerox Palo Alto Research Center

Home of Dynabook and the Smalltalk language



# GET THE MOST OUT OF YOUR COMPUTER WITH CREATIVE COMPUTING MAGAZINE

No computer magazine gives you more applications than we do! Games. Puzzles. Sports simulations. CAI. Computer art. Artificial intelligence. Needlepoint. Music and speech synthesis. Investment analysis. You name it. We've got it. And that's just the beginning!

Whatever your access to computer power—home computer kit, mini, time-sharing terminal—*Creative Computing* is on your wavelength. Whatever your computer application—recreation, education, business, household management, even building control—*Creative Computing* speaks your language.

Read through pages of thoroughly documented programs with complete listings and sample runs. All made easy for you to use. Learn about everything from new software to microprocessors to new uses for home computers. And all in simple, understandable terms. And there's still more. *Creative Computing* discusses creative programming techniques like sort algorithms, shuffling and string manipulation to make your own programming easier and more efficient.

We can even save you time and money. Our extensive resource section is filled with all kinds of facts plus evaluations of hundreds of items. Including microcomputers, terminals, peripherals, software packages, periodicals, booklets and dealers. We also give you no-nonsense equipment profiles to help you decide which computer is best for you—before you spend money on one that isn't.

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### creative computing

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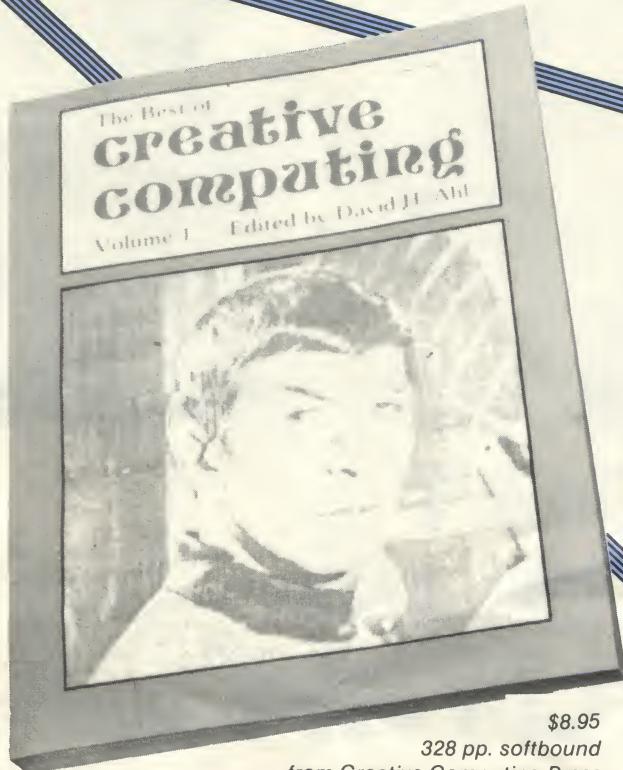
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# creative computing

*"The 'Whole Earth Catalog' of Computers."*

*American Vocational Journal*



## Volume 1

This now classic book contains all the articles, stories, learning activities, games and puzzles that appeared in *Creative Computing* Volume 1—the magazine's first six issues. We've left every bit of the editorial content intact.

Over 200 contributors are represented—from college professor to high school student, from U.S. Senator to underground cartoonist and from corporation president to science fiction author.

*The Best of Creative Computing, Volume 1* covers the gamut of computer applications in education and recreation. Its diversity can only be described as staggering.

### Here's the breakdown

- \* 109 pages of articles on computers in education, computer assisted instruction, programming techniques and the impact of computers on society.
- \* 10 pages of fiction and poetry including Isaac Asimov's outrageous story about all the computers linking up after a nuclear war to support the few remaining survivors.
- \* 26 pages of "People, Places and Things" features the "Compleat Computer Catalogue" which gives capsule reviews and lists sources for all kinds of computer-related products.
- \* 79 pages of challenging learning activities, problems, puzzles and programs.
- \* 29 pages of games you can play with computers and calculators including a fantastic extended version of the single most popular computer game—Super Star Trek.
- \* 15 pages of "Foolishness" with cartoon pieces like, "Why We're Losing Our War Against Computers."
- \* 32 pages of in-depth book and game reviews including Steve Gray's definitive review of 34 books on the BASIC language.

# brings you its best

*"Non-technical in approach...Fun layout."*

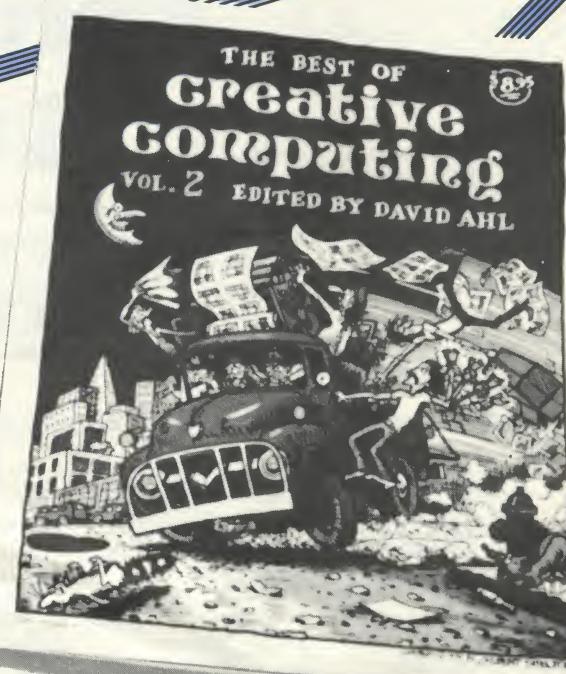
*American Libraries*

## Volume 2

Here we have a collection of the best articles, fiction, foolishness puzzles, programs, games and reviews from *Creative Computing* magazine's second year of publication.

Volume 2 follows in the same tradition as Volume 1 by offering the greatest variety of computer applications to be found under one cover. There's something for everyone.

Volume 2 reflects the enormous growth of computer usage by individual hobbyists, offering complete listings and sample runs. "Covers the whole spectrum," said *Engineering Education*. A must for any computer enthusiast.



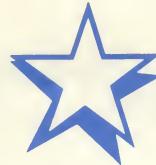
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336 pp. softbound  
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### See for yourself

- \* 118 pages of "Articles and Commentary" on computer involvement with technology, artificial intelligence, education (calculators in the classroom?), the commonfolk and art plus language and programming theory.
- \* 23 pages of fiction and poetry including "Computers Don't Argue," by Gordon Dickson, Frederick Pohl and more. Ten super storytellers in all.
- \* 25 pages offer computer resources and other related exchanges of information such as our selective compendium.
- \* 67 pages are devoted to puzzles, problems and programs—things to actually do with your computer.
- \* 16 new and challenging computer games including Mastermind and War 3 are described with complete listings and sample runs of each.
- \* 14 pages on hardware includes Kuzmack's, "Getting A System together."
- \* 37 pages of book reviews.



New revised edition of our most popular book,  
*101 Basic Computer Games*.  
All you need is a  
BASIC speaking computer.



ISBN 0 916688-07 0  
\$7.50

# Basic Computer Games

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**Microcomputer Edition**

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**Edited by David H. Ahl**

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\$7.50

200 pp. softbound  
from Creative Computing Press



Here are 102 classic computer games, every one in standard microcomputer BASIC. Every one is complete with large legible listing, sample run and descriptive notes.

All the classics are here: Super Star Trek (one of the most challenging versions anywhere), Football (two versions), Blackjack, Lunar Lander (three versions), Tic Tac Toe, Nim, Life and Horserace.

Lots of sports simulations, too, such as Basketball, Bowling, Boxing, Golf, Hockey and Darts. Or, have fun at the casino with Craps, Poker, Roulette or the Slots.

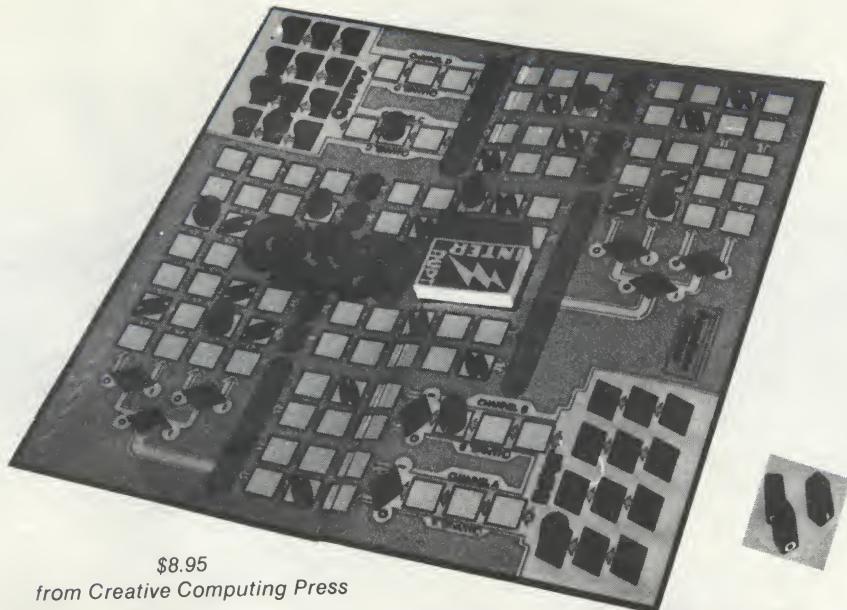
If logic games are your thing, try Awari, Bagels, Mastermind, Chomp or Qubic. Or, would you rather maneuver through a complex simulation of Fur Trading, the Civil War, managing ancient Sumeria or the Stock Market?

Guessing games, matrix games, word games, plotting games, card games, educational games—they're all here. And, they'll all run on your Altair, Imsai, Radio Shack, SWTPC, Xitan, OSI, Poly, Sol, PDP-11 or other micro or mini with extended BASIC.

The delightful cartoons on every page, coupled with highly legible listings, make this revision of *101 BASIC Computer Games* a real must, even if you own the original.



# not for kids only



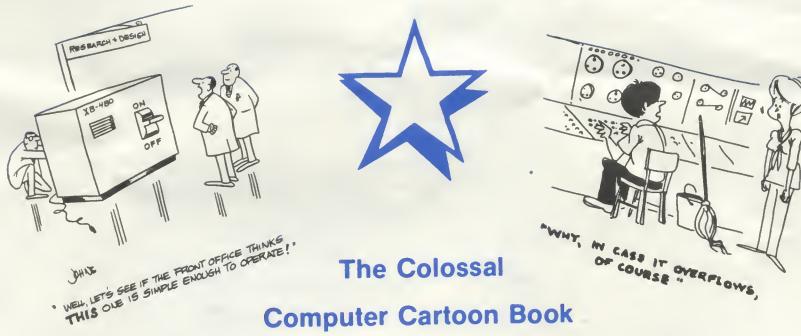
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## Computer Rage

This fun and educational new board game is based on a large-scale multiprocessing computer system. The object is to move your three programs from input to output. Moves are determined by the roll of three binary dice representing bits in a computer. Hazards include priority interrupts, program bugs, decision symbols, power failures and restricted input and output channels. Notes are included for adapting game for school instruction. A perfect introductory tool to binary math and the seemingly-complex computer.

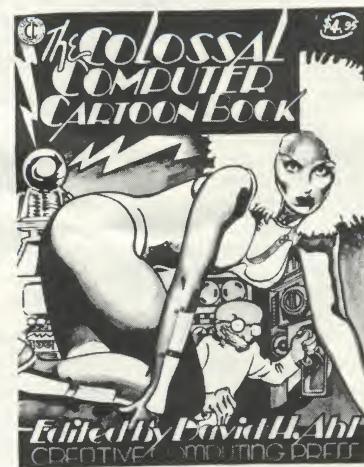
## Binary Dice

Now, the same dice used in Computer Rage can be purchased separately. Three binary dice (red, green and blue) in a zip-lock bag. \$1.25 postpaid [3G].



The Colossal  
Computer Cartoon Book

Take a break. Sit back and and relax with the biggest and best collection of computer cartoons ever, hundreds and hundreds of cartoons about computers, robots, calculators AI and much more.



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120 pp. softbound  
from Creative Computing Press



\$3.95  
61 pp. softbound  
from Creative Computing Press

## Be A Computer Literate

This is the most basic, introductory book on computers ever put together for instructional use. Its full-color diagrams, drawings, photos and large, explicit type make this book a pleasure to read. This chapter titles, themselves, best illustrate its contents—

- I Introduction
- II What Are Computers
- III Kinds of Computers
- IV What Goes On Inside Computers
- V Communicating With The Computer
- VI Language Of The Computer
- VII How To Write A Simple Program
- VIII How Computers Work For Us
- Glossary

# the best of byte

## Volume 1

*The Best of Byte - Volume 1* is a 384-page blockbuster of a book which contains the majority of material from the first 12 issues of *Byte* magazine. 146 pages are devoted to "Hardware" and are crammed full of how-to articles on everything from TV displays to joysticks to cassette interfaces. The section on computer kits describes building 7 major kits. But hardware without software might as well be a boat anchor, so there are 125 pages of "Software and Applications" ranging from on-line debuggers to games to a complete small business accounting system. A section on "Theory" examines the how and why behind the circuits and programs, and a final section "Opinion" looks at where this explosive new hobby is heading.



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# creative computing book service

## Modern Digital Communications

*E.J. Ross.* This volume thoroughly explains how mass communications systems used by banks, businesses, airlines, news services, hotels and others operate. A must for anyone interested in computerized communications, including computer hobbyists and amateur radio operators. 304 pp. \$6.95 [7V].

## Beginner's Guide To Microprocessors

*Charles M. Gilmore.* No background in electronics is necessary to understand this book. It was written for those with no prior knowledge whatsoever of microprocessors or personal computing. Gilmore takes you from what a microprocessor is, how it works and what it's used for to how they're programmed to perform desired functions in microwave ovens, TV games, calculators, etc. 175 pp. \$5.95 [7U].

## BASIC and the Personal Computer

*Dwyer and Critchfield.* This book will get you involved with personal computing, writing programs and expanding the use of your computer by showing the great diversity of applications possible on any microcomputer. One of the most comprehensive presentations of BASIC ever. As a text or addition to your personal library, this book will tell you all you ever wanted to know about BASIC. 350 pp. \$12.95 [9F].

## The Little Book of BASIC Style: How To Write a Program You Can Read

*John M. Nevison.* Learn how to write better, easy-to-follow programs with Nevison's rules of style and turn out legible, correct programs. Two hours of BASIC programming is all that is necessary to profit by this book. Concepts of problem-solving and structured programming are included. 160 pp. \$5.95 [9V].

## Sixty Challenging Problems with BASIC Solution

*Donald Spencer.* This book is a vehicle for computer programmers to measure their skills against some interesting problems that lend themselves to computer solution. It includes games, puzzles, mathematical recreations and science and business problems—some hard, some easy. The book will complement any computer-oriented course in secondary school or college. BASIC program solutions included. 80 pp. \$6.95 [9W].

## Microcomputer Primer

*Mitchell Waite and Michael Pardee.* Introduces the beginner to the basic principles of microcomputers. Discusses the five main parts of a computer—the central processing unit, memory, input/output interfaces, and programs. Explains current available microcomputers. 224 pp. \$7.95 [4A].

# new

## The Home Computer Revolution

*Ted Nelson.* Here is one of the most controversial books on home computers. Nelson takes a look at how the "dinky" computers got here, where they are where they're going and what will become of the big boys like IBM. This thought-provoking and highly opinionated book picks up where *Computer Lib/Dream Machine* left off. 224 pp. \$2.00 [9U].

## How To Program Microcomputers

*William Barden, Jr.* Explains assembly-language programming of microcomputers based on the Intel 8080, Motorola MC6800, and MOS Technology MCS6502 microprocessors. Basic concepts, architecture and operations discussed. Provides precanned operations. 256 pp. \$8.95 [4B].

## TV Typewriter Cookbook

*Don Lancaster.* An in-depth coverage of tv typewriters (vt's)—a truly low-cost microcomputer and small-systems display interface. Completely illustrates how you can do it yourself. 256 pp. \$9.95 [9Q].

## Problems For Computer Solution

*Steve Rogowski.* The Student Edition is designed to encourage research and preliminary investigation on the part of the student. The problems are ordered by subject and can be expanded or shortened. Mathematical problems that have never been solved are also posed to challenge and sharpen the student's awareness. 98 pp. \$3.95 [9Z]. Also available is the Teacher's Edition which contains solutions, programs and analysis of the problems. 271 pp. \$9.95 [9Y]. Both books are highly recommended for any high school or college computer-oriented course.

## TTL Cookbook

*Don Lancaster.* This complete, detailed guide to transistor-transistor logic (TTL) explains what it is, how it works and how to use it. Discusses practical applications such as a digital counter and display system, events counter, and electronic stopwatch. 336 pp. \$8.95 [9R].

## Microcomputer Design

*Donald P. Martin.* This book is well-suited for the engineer who's designing microprocessors into his company's products. Not just block diagrams or vague theory, but dozens of practical circuits with schematics for CPUs based on 8008 chips. Includes interfacing to A/D, D/A, LED digits, UARTs, teletype-writers. Over 400 pp. \$14.95 [9P].

## How To Buy and Use Minicomputers and Microcomputers

*William Barden, Jr.* Includes guides for selection, buying and programming your own system with detailed descriptions of what's currently on the market. Discusses both hardware and software, peripherals, and gives an explanation of both practical and recreational uses. 240 pp. \$9.95 [4C].

## COMPUTERS, COMPUTERS, COMPUTERS In Fiction And In Verse

*D. Van Tassel, Editor.* This collection of stories, commentaries and poems project the reader into a world where lifestyles are dominated by the computer to an extent far greater than they are by the telephone today. By revealing reactions and effects, the stories offer the reader insight into what is a potential reality. Cleverly-written, this book should entertain anyone who is aware of the computer's impact on society. Includes work by such distinguished writers as Gordon R. Dickson, Art Buchwald, Michael Shaara and Bob and Ray. 192 pp. \$6.95 [9X].

# Creative Computing book Service

## Programming



### The Calculus With Analytic Geometry Handbook

*Jason Taylor.* Ideal for a HS or college introductory calculus course or for self-learning. Five chapters include: analytic geometry; functions and derivatives; integration techniques; vectors and functions of more than one variable; and sequences and series. Widely acclaimed by educators, this book is fast becoming the standard calculus reference text. Handy reference for scientists, engineers, and mathematicians too. Large format, 68 pp. \$2.95 [7Q].

## Hand Calculators

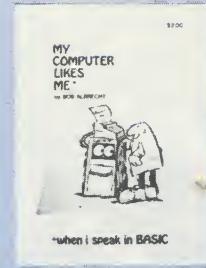


### BASIC Programming

*Kemeny and Kurtz.* An excellent gradual introduction to computer programming in BASIC with lots of samples ranging from simple to complex. Rated "The best text on BASIC on almost all counts." 150 pp. hardbound \$8.50 [7E].

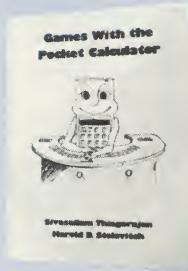
### Some Common BASIC Programs

*Adam Osborne.* An ideal workbook to accompany a BASIC programming course or for one's own use. Contains 76 general purpose, practical BASIC programs with complete listings. 192 pp. \$7.50 [7M].



### Games With The Pocket Calculator

*Sivasailam Thiagarajan and Harold Stolovitch.* A big step beyond tricks and puzzles with the hand calculator, the two dozen games of chance and strategy in this clever new book involve two or more players in conflict and competition. A single inexpensive four-banger is all you need to play. Large format. 50 pp. \$2.00 [8H].



### Games, Tricks and Puzzles For A Hand Calculator

*Wally Judd.* This book is a necessity for anyone who owns or intends to buy a hand calculator, from the most sophisticated (THE HP65, for example) to the basic "four banger." 110 pp. \$2.95 [8D].

### Advanced Applications for Pocket Calculators

*Jack Gilbert.* Emphasizes new and unique applications that go way beyond manufacturer instruction manuals. Shows how to do scientific calculations with a basic 4-banger. Also covers scientific, programmable and advanced business calculators. Hundreds of examples and tables. 304 pp. \$5.95 [8G].

### My Computer Likes Me

This entertaining self-teaching workbook introduces the BASIC language to young or old. Problems and examples are drawn from population problems and demographic data. A nice, easy start into BASIC. Large format. 60 pp. \$2.00 [8K].

## Problem Solving



### Problems For Computer Solution

Gruenberg & Jaffray. A collection of 92 problems in engineering, business, social science and mathematics. The problems are presented in depth and cover a wide range of difficulty. Oriented to Fortran but good for any language. A classic. 401 pp. \$8.95 [7A].

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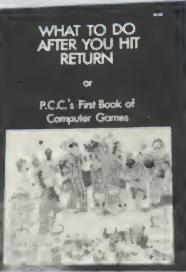
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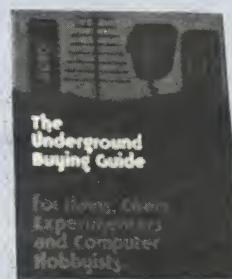
Franz Joseph. This important resource book is packed with the data you need to create or modify STAR TREK computer games. It includes all Starship operating characteristics, defense and weapon systems, standard orbits, velocity/time relationship, space/war technology, Milky Way galaxy charts, Federation codes, etc., etc. A national best seller. Large format, vinyl binder. 180 pp. \$7.95 [8C].

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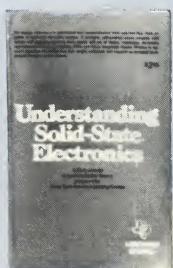


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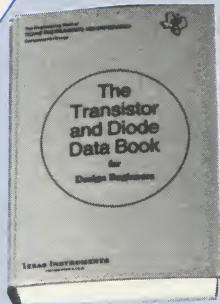
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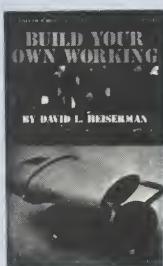
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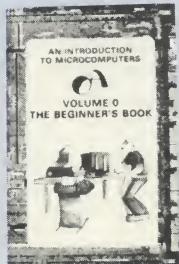
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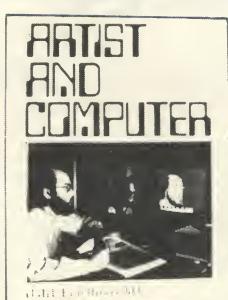


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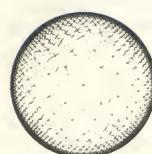
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